IN THE CLAIMS:

1.   (Original) A recording medium used for storing data, comprising:

a digital stream generated by multiplexing a video stream and a graphics stream, wherein:

5   the graphic stream is a sequence of a plurality of packets which include a packet containing control information; and

the control information indicates that graphic data contained in a preceding packet in the sequence is to be displayed at a predetermined time in a state of being overlaid on the video stream.

10   2.   (Currently Amended) The recording medium of claim 1, wherein:

each of the plurality of packets belongs to any of a plurality of display sets which are each used for reproducing a graphics display;

the graphics data and the control information belong to different display sets; ~~and~~

~~the graphic data is non-referenced graphics data that is not referenced by control~~

15 ~~information which belongs to a same display set as the non-referenced graphics data.~~

3.   (Currently Amended) The recording medium of Claim [[1]] <u>2</u>, wherein <u>the display sets further comprise</u>:

~~the control information is completely contained within the packet; and~~

~~the predetermined time is shown by a time stamp written in the packet.~~

20   <u>a Epoch Start DS having information necessary for displaying a next screen composition and is provided at the start of memory management on a reproduction time axis;</u>

an Acquisition Point DS having information necessary for displaying a next screen composition; and

a Normal Case DS having difference information from a previous screen composition;

5   wherein the Epoch Start DS is provided at the start of a memory management on a reproduction time axis and the Acquisition Point DS and the Normal Case DS are provided at a point other than the start of the memory management; and

the graphic data belongs either to the Epoch Start DS or the Acquisition Point DS, and the control information belongs to the Normal Case DS.

10   4.-5.   (Cancelled)

6.   (Currently Amended) The recording medium of Claim [[1]] 3, wherein:

the graphics stream Epoch Start DS includes window information for defining an area of displaying the graphic data;

the window information specifies a position, a height, and a width of a window on 15 a screen, the window being an area in which the graphics data is to be rendered when overlaying the graphics data on the video stream; and

the control information indicates that the graphics data is to be positioned within the window.

7.   (Original) A reproduction apparatus for reproducing a digital stream generated by 20 multiplexing a video stream and a graphics stream, comprising:

a video decoder operable to decode the video stream to generate a moving picture; and

a graphics decoder operable to decode the graphics stream to generate graphics, and overlay the graphics and the moving picture, wherein

upon reading control information in the graphics stream, the graphics decoder displays graphics which has been generated by decoding graphics data that precedes the control

5   information in the graphics stream, based on the control information.

8.   (Currently Amended) The reproduction apparatus of Claim 7, wherein:

the graphics stream includes a plurality of display sets each of which is used for producing a graphics display;

~~the graphics data is non-referenced graphics data that is not referenced by control~~

10   ~~information which belongs to a same display set as the non-referenced graphics data;~~ and

upon reading the display set to which the ~~non-referenced~~ graphics data belongs, the graphics decoder decodes the ~~non-referenced~~ graphics data to generate the graphics and stores the generated graphics to an object buffer.

9.   (Currently Amended) The reproduction apparatus of Claim [[7]] 8, further

15   comprising a plane memory for multiplexing the graphics and the video, wherein the display sets further comprise:

~~the control information is completely contained within one packet; and~~

~~the graphics decoder displays the graphics at a time, on a reproduction time axis~~

~~of the video stream, that is shown by a time stamp written in the packet.~~

20   a Epoch Start DS having information necessary for displaying a next screen composition and is provided at the start of memory management on a reproduction time axis;

an Acquisition Point DS having information necessary for displaying a next screen composition; and

a Normal Case DS having difference information from a previous screen composition;

5   wherein the Epoch Start DS is provided at the start of a memory management on a reproduction time axis and the Acquisition Point DS and the Normal Case DS are provided at a point other than the start of the memory management;

the graphic data belongs either to the Epoch Start DS or the Acquisition Point DS, and the control information belongs to the Normal Case DS; and

10   the reproduction apparatus continuously manage the object buffer and the plane memory from one Epoch Start DS and before the next immediate Epoch Start DS on the reproduction time axis.

10.-11. (Cancelled)

12.   (Currently Amended) The reproduction apparatus of Claim [[7]] 9, wherein:

15   the graphics stream Epoch Start DS includes window information for defining an area of displaying the graphic data;

the window information specifies a part of a screen as a graphics display window a position, a height, and a width of a window on a screen, the window being an area in which the graphics data is to be rendered when overlaying the graphics data on the video stream; and

20   the graphics decoder displays the graphics by clearing the window specified by the window information and writing the graphics into the window.

13.   (Original) A method of recording onto a recording medium, comprising the steps of:

generating application data; and

recording the application data to the recording medium, wherein:

5   the application data includes a digital stream generated by multiplexing a video stream and a graphics stream;

the graphics stream is a sequence of a plurality of packets which include a packet containing control information; and

the control information indicates that graphics data contained in a preceding

10   packet in the sequence is to be displayed at a predetermined time in a state of being overlaid on the video stream.

14.   (Original) A computer-readable program used in a computer for reproducing a digital stream generated by multiplexing a video stream and a graphics stream, comprising:

program code operable to cause the computer to decode the video stream to

15   generate a moving picture; and

program code operable to cause the computer to decode the graphics stream to generate graphics, and overlay the graphics and the moving picture, wherein

upon reading control information in the graphics stream, graphics which has been generated by decoding graphics data that precedes the control information in the graphics stream

20   is displayed based on the control information.

15.   (Original) A method of reproducing a digital stream generated by multiplexing a video stream and a graphics stream, comprising the steps of:

decoding the video stream to generate a moving picture; and

decoding the graphics stream to generate graphics, and overlaying the graphics and the moving picture, wherein

upon reading control information in the graphics stream, the step of decoding the

5   graphics stream displays graphics which has been generated by decoding graphics data that

precedes the control information in the graphics stream, based on the control information.